

Fortix



Fortix

Story

Evil forces have taken over the land of Fortiana, turning the once green pastures into a desolate wasteland. Knight Fortix, heir of the late king, is now back to reclaim his land from the army of the dark ruler Xitrof.

Installation of game

Click start on Steup.exe and follow the instructions.

Starting the game

Creating Profile

When the game starts you will be asked to create a profile. Later on in the game you may create as many profiles as you wish. Necessary information is your profile name, the gender of your profile and a difficulty level you want to play Fortix. The difficulty level is set to easy for the beginning. You can always change the difficulty setting of your profile later on if you wish so but you will have to restart the game if you set your difficulty to a level which you haven't tried.

Controls

The game can be controlled either by mouse or by keyboard

Mouse control: recommended for casual players. Easy but gives you less control than keyboard. You can move around your knight by clicking on him, holding the button and moving your mouse.

Keyboard control: recommended for experienced players. Harder but gives you more precise control. You can move around your knight by pressing the arrow keys of your keyboard. The knight will move the direction of the pressed arrow key.

Hud

You can see all the necessary information at the bottom of the screen.

From left to right this is what you will find:

Time: the amount of time left to clear the level

Level: shows you how many more levels you need to clear before you conquered the shire.

Score: shows your accumulated score in the game

Lives: the amount of lives you have left

Conquered: shows the percentage of the conquered castles



Tutorial

When the tutorial starts you may choose of the controls you prefer. You can always try the other control as well during the game.

The first part of the tutorial focuses on moving around and conquering parts of the playfield by leaving the base line. When you leave the base line you will draw a line. If you connect this line to another part of the base line it becomes the new base line and you receive the encircled part.

The second part of the tutorial focuses on fighting towers. For each tower, there is a catapult on the levels. You can activate the catapults by conquering the little halberd icons scattered on the playfield. When you activate a catapult it will shoot out one of the towers of the fort. You can also capture a tower by fencing it off.

Third part of the tutorial deals with the dragons. Dragons cannot be shot down with catapults. They can only be fenced off. If you do so they will perish.

Terrain

There are four types of terrain in the game:

Grass: you can walk on it normal speed

Water: you can walk on it with 75% speed

Swamp: you can walk on it with 50% speed

Wall: the gray walls are impassable barriers; you will need to go around them.

Enemies



Turret

Fortresses are protected by turrets. Turrets are basic defense devices operated by the malicious gray goblins of Xitrof. When you leave the base line, the turrets will start shooting pellets at you. In order to destroy the turrets you have to claim the land they are on, or gather the halberd icons on the map.

Every time you gather a halberd icon, it activates one of the ancient catapults on the map, which destroys out one of the operating turrets.



Green Dragon

Green Dragons are the poisonous creatures of the evil Xitrof. They are slow, dumb but very-very dangerous. They roam the land endlessly looking for prey.

Do not get in their way or they will eat you alive.

The only way to kill them is to encircle them.



Bone Dragon

Bone Dragons were summoned by Xitrof when he heard that you entered the land of Fortiana.

These vicious assassins are after you: as soon as you leave the base line they catch your scent and attack you immediately.

Make them your prey by encircling them quickly.



Blood Bat

Blood Bats are the ferocious creatures of the dark Fortiana nights. No protection spell can ward them off and they smell warm-blooded creatures from miles. They travel on your base line. The only way to get rid of them is to go face them. Encircle them and they will perish.



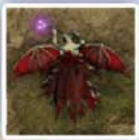
Ancient Tower

Some of the fortresses are protected by ancient Towers which were made indestructible by ancient spells. They can only be destroyed by claiming the territory they are on.



Black Dragon

Black Dragons are the personal familiars of Xitrof, himself. Only a handful of them exist, but they are the most brutal and fearsome creatures of the world. These fire breathing monsters devour everything that stands in their way. They can be killed if you encircle them, but beware of their fire breath.



Xitrof

The final enemy is Xitrof himself. So far he rested in his citadel, but now that you came this far, he cannot resist fighting you, face to face. Xitrof is a demonic magician who shoots magic missiles at you. If it catches you out of your base line, it will kill you instantly. You don't have much time either, as time passes Xitrof will call more and more of his minions to aid



Powerups



Speed – Increases your speed



Extra Life – gives you an extra life



Kills a monster – removes one of the monsters



Time stop – stops all monsters and turrets for a short period of time



Tower stop – stops all turrets and bullets in the air for a short period of time



Monster stop – freezes all the monsters (it doesn't stop the turrets) for a short period of time



Extra Time – gives you an extra minute to conquer the level



Invulnerability – makes you and your line invulnerable to enemy attacks

Achievements



Flawless Victory

Complete every level to perfect on any difficulty.



Mission Impossible

Finish the game on Impossible difficulty.



The Conqueror

Conquer at least 40% of the playfield with a single capture.



Zoo Master

Capture one of each enemies.



Dragon Master

Capture 100 dragons.



Collector

Capture 100 powerups.



Powered Up

Capture a powerup while you are under the effect of another powerup.



Triple X

Capture at least 3 triggers with one capture.



Face off

Capture Xitrof.



One more

Capture a catapult trigger when there is no more turret left to shoot out.



All birds with one stone

Destroy all towers on a level (at least 2) with a single capture.



Dragon Crisis

Let Xitrof lay 15 eggs on the final level and then win the level.

System Requirements

CPU: Pentium IV 1,8 GHz or AMD Athlon XP 2600+
Memory: 512Mb RAM
Video card: DirectX compatible with 256Mb memory
Hard Disk: 200 Mb hard disk space

Trouble shooting

The game have been tested on a number of computer configurations however you may encounter problems during installation or your play.

If you encounter any problem try restarting the game or your computer. If the problem you encountered still exists try reinstalling the game (your game progress will not be lost).

If your problem still not solved please contact us on one of the options below

Online support

The mission is to take back all 12 former shires of the king, and to avoid all wicked allies of Xitrof.

If you may encounter any difficulties please contact us

Website: www.fortix-game.com

E-mail: support@fortix-game.com

Before you write us

Before you write us please run dxdiag on your computer by typing dxdiag into the command line of your windows. When the window appears please click save all information and attach this file to your e-mail for a faster assistance.

Epilepsy warning

Please read this caution before you or your child play a videogame: Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some videogames. This phenomenon may appear even if the subject has no history of previous difficulties. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to lashing lights, please consult your doctor prior to use. We advise that parents supervise the use of videogames by their children. If you or your child experiences any of the following symptoms while playing a videogame: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor. Standard Precautions When Playing Videogames:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a videogame.

Credits

Szabolcs Józsa - Managing Director
Zoltán Nyakacska (Nyaki) - Programmer
Ildikó Antal (deko) - Graphic Artist
András Kövér (SlySpy) - Music & Sound Designer

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